

We claim:

1. A method for implementing a game on an electronic gaming machine comprising the steps of:

- 5 (a) allowing play to occur on a base game of the gaming machine;
- (b) initiating a bonus game on the gaming machine responsive to play on the gaming machine base game, said bonus game including two selectors each visually associated with a later determined one of a plurality of bonus prizes of the bonus game;
- (c) enabling player choice of one of the selectors;
- 10 (d) associating the chosen selector with a determine one of the plurality of bonus prizes;
- and
- (e) awarding the determined one of the bonus prizes associated with the chosen selector.

2. The method of claim 1 further including the steps of:

15 determining a bonus prize prior to step (c); and

manipulating the chosen selector in step (d) so that the chosen selector is associated with the determined bonus prize.

3. The method of claim 1 wherein the two selectors are the two ends of a double-ended pointer rotating between the plurality of bonus prizes so that each end points toward a different bonus prize.

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4. The method of claim 3 wherein the two ends of a double-ended pointer are separated by 180 degrees.

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5. The method of claim 3 further including the steps of:

determining a bonus prize prior to step (c); and

manipulating the double-ended pointer in step (d) so that a player-selected end of the double-ended pointer points toward the determined bonus prize.

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6. The method of claim 1 further including the steps of:

determining player eligibility for the bonus game prior to step (b); and

initiating the bonus game only if player eligibility is satisfied.

7. The method of claim 6, wherein player eligibility is satisfied if the player plays a maximum bet on the base game.

8. The method of claim 6, wherein player eligibility is satisfied if the player is
5 playing the base game at a particular rate of play.

9. The method of claim 1, further including:
identifying the player; and
initiating the bonus game responsive to the player identification.

10. A method for implementing a game on an electronic gaming machine comprising the steps of:

- (a) allowing play to occur on a base game of the gaming machine;
- (b) initiating a bonus game on the gaming machine responsive to play on the gaming
15 machine base game, said bonus game including a plurality of bonus prize spots and a double-ended pointer pointing to two of the bonus prize spots;
- (c) rotating the double-ended pointer so that each end sweep through the plurality of bonus prize spots;
- (d) enabling player choice of one end of the double-ended pointer;
- 20 (e) stopping the double-ended pointer at a designated position so that the chosen end of the pointer points toward one of the plurality of bonus prize spots; and
- (f) awarding the bonus prizes associated with bonus prize spot.

11. The method of claim 10 wherein the designated position at which the pointer is
25 stopped in step (e) is based on the end of the pointer chosen by the player in step (d).

12. The method of claim 11 further including the step of determining a bonus prize prior to step (d).

13. The method of claim 10 further including the steps of:
awarding also the bonus prize associated with the bonus prize spot to which the non-
chosen side points.

14. The method of claim 10 further including the steps of:
determining player eligibility for the bonus game prior to step (b); and

initiating the bonus game only if player eligibility is satisfied.

15. The method of claim 14, wherein player eligibility is satisfied if the player plays a maximum bet on the base game.

16. The method of claim 14, wherein player eligibility is satisfied if the player is playing the base game at a particular rate of play.

17. The method of claim 10, further including:
identifying the player; and
initiating the bonus game responsive to the player identification.

18. An electronic gaming machine comprising:
a base game;
a bonus game including a double-ended spinner with each end adapted to visually select one a plurality of bonus prizes;
a selector for selecting one of the two ends of the double-ended spinner; and
means for rotating the spinner between the plurality of bonus prizes and bringing the selected one of the ends of the spinner to a stop on a selected one of the bonus prizes.

19. The electronic gaming machine of claim 18 wherein the selector includes two player-activated buttons with each button associated with a respective end of the double-ended spinner.

20. The electronic gaming machine of claim 18, further including means for preselecting one of the bonus prizes activated prior to player selecting one of the two ends of the double-ended spinner, said means for bringing the selected one of the ends to a stop acting to bring the selected end to a stop on the preselected one of the bonus prizes.

21. The electronic gaming machine of claim 18, the bonus game further comprising a supplemental bonus feature having a plurality of supplemental prizes, at least one of said supplemental bonus prizes awarding to the player the bonus prize associated with the unselected one of the ends of the double-ended spinner.